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Autodesk maya 2015 tutorials pdf

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Mastering Autodesk Maya is a comprehensive guide for those seeking advanced skills in the popular 3D animation software. Written by experienced author Todd Palamar, it covers topics such as inverse kinematics, keyframes, and deformers, hard surface and organic modeling, rigging techniques, texture mapping, compositing, and virtual filmmaking. The book emphasizes practical applications of these skills and offers a hands-on approach to instruction through real-world tutorials. Similarly, "Introducing Autodesk Maya 2015" by Dariush Derakhshani provides an updated step-by-step guide to mastering the software. It starts with the latest computer-generated concepts and production workflows, then guides readers in creating a solar system using the basic tool set in Maya. The book includes straightforward lessons, real-world examples, detailed tutorials, and downloadable project files to help readers model and animate their own digital models and scenes quickly. Autodesk Maya 2015 offers a comprehensive guide to kick-starting your creativity in 3D modeling and animation. With this new edition, author Derakhshani shares his expertise from working on notable films like "The Fantastic Four" and TV series like "South Park," as well as various commercials and music videos.